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APPENDIX

1. (Amended) A game device which [makes a work memory] reads from a[the] storage means, prior to image processing, background data required in games for displaying a moving object within a virtual three-dimensional space together with a[the] background, comprising:

pre-reading means for pre-reading said background data from said storage means by establishing an area for pre-reading which includes: setting a predetermined angle-of-visibility based on a direction of the moving object, setting a limit-line of a visual field at a predetermined distance towards a front of the visual field, and setting a pre-reading start line at a predetermined distance towards the front of the limit-line of the visual field[using a reference line set at a distant position in a specified distance away from the limit line of the visual field direction of display].

5. (Amended) A game device according to claim 4, comprising counting means for detecting whether said moving object exists within said respective areas equivalent to memory blocks storing background data of said work memory, or whether an area exists within the visual field, and counting said moving object or area periodically,

wherein said reading means includes means for determining the memory block to store said background data based on a[the] count value corresponding to each of said memory blocks by said counting[counter] means when it is judged that there is no vacant space in said memory block.

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7. (Amended) A game device according to claim 5, wherein said determining means is for determining a[said] plurality of consecutive memory blocks representing the highest or lowest value by comparing said count values of said plurality of consecutive memory blocks.

8. (Amended) A game device according to claim 5, wherein said determining means is for determining a[said] plurality of consecutive memory blocks representing the highest or lowest value by operating the average values for said plurality of consecutive memory blocks.

11. (Amended twice) A data processing method for a game device comprising:

reading background data required for a game that displays a moving object within virtual three-dimensional space together with background in working memory from memorizing means prior to image processing, wherein said background data is pre-read from said recording medium by establishing an area for pre-reading which includes: setting a predetermined angle-of-visibility based on a direction of the moving object, setting a limit-line of a visual field at a predetermined distance towards a front of the visual field, and setting a pre-reading start line at a predetermined distance towards the front of the limit-line of the visual field[using a reference line set at a further point in the specified distance ahead of the limiting line in a displayed direction of sight].